```
namespace NoSleep
{
   partial class NoSleep_windows
   {
      /// <summary>
      /// Required designer variable.
      /// </summary>
      private System.ComponentModel.IContainer components = null;

      /// <summary>
      /// Clean up any resources being used.
      /// </summary>
      /// <param name="disposing">true if managed resources should be disposed; otherwise, false.
</param>
      protected override void Dispose(bool disposing)
      {
         if (disposing && (components != null))
         {
            components.Dispose();
         }
         base.Dispose(disposing);
      }

      #region Windows Form Designer generated code

      /// <summary>
      /// Required method for Designer support - do not modify
      /// the contents of this method with the code editor.
      /// </summary>
      private void InitializeComponent()
      {
         this.components = new System.ComponentModel.Container();
         System.ComponentModel.ComponentResourceManager resources = new
System.ComponentModel.ComponentResourceManager(typeof(NoSleep_windows));
         this.scary_video = new AxWMPLib.AxWindowsMediaPlayer();
         this.pictureBox1 = new System.Windows.Forms.PictureBox();
         this.rules = new System.Windows.Forms.Label();
         this.timer_to_dead = new System.Windows.Forms.Label();
         this.clock_countdown = new System.Windows.Forms.Timer(this.components);
         this.check_values = new System.Windows.Forms.Timer(this.components);
         this.nosleep_image = new System.Windows.Forms.Timer(this.components);
         this.pictureBox2 = new System.Windows.Forms.PictureBox();
         this.glitch_screen = new System.Windows.Forms.Timer(this.components);
         this.dark_screen = new System.Windows.Forms.Timer(this.components);
         ((System.ComponentModel.ISupportInitialize)(this.scary_video)).BeginInit();
         ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).BeginInit();
         ((System.ComponentModel.ISupportInitialize)(this.pictureBox2)).BeginInit();
         this.SuspendLayout();
         //
         // scary_video
         //
         this.scary_video.Dock = System.Windows.Forms.DockStyle.Fill;
         this.scary_video.Enabled = true;
         this.scary_video.Location = new System.Drawing.Point(0, 0);
         this.scary_video.Name = "scary_video";
```

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        this.scary_video.OcxState = ((System.Windows.Forms.AxHost.State)
(resources.GetObject("scary_video.OcxState")));
        this.scary_video.Size = new System.Drawing.Size(547, 330);
        this.scary_video.TabIndex = 0;
        this.scary_video.TabStop = false;
        //
        // pictureBox1
        //
        this.pictureBox1.Location = new System.Drawing.Point(0, 276);
        this.pictureBox1.Name = "pictureBox1";
        this.pictureBox1.Size = new System.Drawing.Size(547, 54);
        this.pictureBox1.TabIndex = 1;
        this.pictureBox1.TabStop = false;
        //
        // rules
        //
        this.rules.AutoSize = true;
        this.rules.BorderStyle = System.Windows.Forms.BorderStyle.Fixed3D;
        this.rules.Font = new System.Drawing.Font("Arial Black", 21.75F,
System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
        this.rules.ForeColor = System.Drawing.Color.DarkRed;
        this.rules.Location = new System.Drawing.Point(12, 280);
        this.rules.Name = "rules";
        this.rules.Size = new System.Drawing.Size(128, 43);
        this.rules.TabIndex = 2;
        this.rules.Text = "RULES";
        this.rules.Click += new System.EventHandler(this.rules_Click);
        //
        // timer_to_dead
        //
        this.timer_to_dead.AutoSize = true;
        this.timer_to_dead.BorderStyle = System.Windows.Forms.BorderStyle.Fixed3D;
        this.timer_to_dead.Font = new System.Drawing.Font("Arial Black", 21.75F,
System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(238)));
        this.timer_to_dead.ForeColor = System.Drawing.Color.DarkRed;
        this.timer_to_dead.Location = new System.Drawing.Point(429, 280);
        this.timer_to_dead.Name = "timer_to_dead";
        this.timer_to_dead.Size = new System.Drawing.Size(106, 43);
        this.timer_to_dead.TabIndex = 3;
        this.timer_to_dead.Text = "00:00";
        //
        // clock_countdown
        //
        this.clock_countdown.Interval = 240000;
        this.clock_countdown.Tick += new System.EventHandler(this.clock_countdown_Tick);
        //
        // check_values
        //
        this.check_values.Interval = 1000;
        this.check_values.Tick += new System.EventHandler(this.check_values_Tick);
        //
        // nosleep_image
        //
        this.nosleep_image.Interval = 30000;
        this.nosleep_image.Tick += new System.EventHandler(this.nosleep_image_Tick);
```

```
        //
        // pictureBox2
        //
        this.pictureBox2.Image = ((System.Drawing.Image)
(resources.GetObject("pictureBox2.Image")));
        this.pictureBox2.Location = new System.Drawing.Point(12, 12);
        this.pictureBox2.Name = "pictureBox2";
        this.pictureBox2.Size = new System.Drawing.Size(221, 258);
        this.pictureBox2.SizeMode = System.Windows.Forms.PictureBoxSizeMode.StretchImage;
        this.pictureBox2.TabIndex = 4;
        this.pictureBox2.TabStop = false;
        this.pictureBox2.Visible = false;
        //
        // glitch_screen
        //
        this.glitch_screen.Interval = 60000;
        this.glitch_screen.Tick += new System.EventHandler(this.glitch_screen_Tick);
        //
        // dark_screen
        //
        this.dark_screen.Interval = 60000;
        this.dark_screen.Tick += new System.EventHandler(this.dark_screen_Tick);
        //
        // NoSleep_windows
        //
        this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
        this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
        this.BackColor = System.Drawing.Color.Black;
        this.ClientSize = new System.Drawing.Size(547, 330);
        this.ControlBox = false;
        this.Controls.Add(this.pictureBox2);
        this.Controls.Add(this.timer_to_dead);
        this.Controls.Add(this.rules);
        this.Controls.Add(this.pictureBox1);
        this.Controls.Add(this.scary_video);
        this.FormBorderStyle = System.Windows.Forms.FormBorderStyle.FixedSingle;
        this.Icon = ((System.Drawing.Icon)(resources.GetObject("$this.Icon")));
        this.MaximizeBox = false;
        this.MinimizeBox = false;
        this.Name = "NoSleep_windows";
        this.ShowIcon = false;
        this.ShowInTaskbar = false;
        this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;
        this.Text = "NoSleep.exe";
        this.TopMost = true;
        this.FormClosing += new
System.Windows.Forms.FormClosingEventHandler(this.NoSleep_windows_FormClosing);
        this.Load += new System.EventHandler(this.NoSleep_windows_Load);
        ((System.ComponentModel.ISupportInitialize)(this.scary_video)).EndInit();
        ((System.ComponentModel.ISupportInitialize)(this.pictureBox1)).EndInit();
        ((System.ComponentModel.ISupportInitialize)(this.pictureBox2)).EndInit();
        this.ResumeLayout(false);
        this.PerformLayout();

    }
```

```
        #endregion

        private AxWMPLib.AxWindowsMediaPlayer scary_video;
        private System.Windows.Forms.PictureBox pictureBox1;
        private System.Windows.Forms.Label rules;
        private System.Windows.Forms.Label timer_to_dead;
        private System.Windows.Forms.Timer clock_countdown;
        private System.Windows.Forms.Timer check_values;
        private System.Windows.Forms.Timer nosleep_image;
        private System.Windows.Forms.PictureBox pictureBox2;
        private System.Windows.Forms.Timer glitch_screen;
        private System.Windows.Forms.Timer dark_screen;
    }
}
```